Ring Quest™

A graphics adventure by Dallas Snell, Joel Ellis Rea, Joe Toler, and Ron Goebel

APPLE
64K required

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In an adventure game you are put in a fictitious world inside the computer. The computer shows you where you are, what you see, and where you can go. You travel around and do things by giving the computer commands such as "Look at the Tree," "Take the Sword and Kill the Ogre," and so on. The computer then shows you the result of your action and waits for your next instruction. The object of an adventure game is to accomplish something in particular through exploring the world around you, perhaps using some of the objects you find, and solving puzzles.

In RingQuest, you and Gorn, the King's Champion, are sent on a seemingly impossible mission. Lisa, a beautiful and powerful sorceress, has fallen under the control of the diabolical Ring of Chaos. It is said that the Ring of Order, which you now possess, is the key to rescuing Lisa from the destructive powers of the Ring of Chaos. Together, you and Gorn must traverse the countryside in search of Lisa, and reunite the two Rings. Just as you feared, there will be many obstacles to plague you on your venture. Try to pass the legendary Manticora, wind your way through treacherous mazes, encounter strange creatures, good and evil, but most of all, survive your journey!

RingQuest comes complete with stunning graphics, and a parser that accepts full and multiple commands.

It is not necessary to have played The Quest before playing RingQuest. Apple version requires 64K minimum.

RingQuest was designed and written for the Apple by Dallas Snell, Joel Ellis Rea, Joe Toller, and Ron Goebel.

Scenes from RingQuest.

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